

THE 3-D BATTLESPORT OF THE FUTURE

HYPER
BLADES

TM

ACTIVISION®

APPLICABLE IN FRANCE ONLY

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

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MINIMUM SYSTEM REQUIREMENTS FOR WINDOWS® 95

- A 100% Windows 95-compatible computer system (including 32-bit Windows 95-compatible drivers for CD-ROM drive, video card, sound card and input devices)
- Pentium® 90 MHz processor
- 16 MB RAM
- Double-speed CD-ROM drive (300K/second sustained transfer rate)
- 80 MB uncompressed hard drive space
- 256-color SVGA (640 x 480) graphics
- VESA local bus (VLB) or PCI video card with 1 MB RAM
- Microsoft Windows 95 English language operating system
- 100% Windows 95-compatible mouse
- 100% Sound Blaster 16-compatible sound card

Important note: *The Windows 95 version requires your system to have the latest Windows 95 drivers that can fully support Microsoft's DirectX.*

OPTIONAL WINDOWS 95 DIRECT 3D FEATURE:

If your video card fully supports Microsoft's Direct 3D, this game can utilize the enhanced features of your 3D card. Some of these cards may require a processor faster than a Pentium 90.

WINDOWS 95 LOCAL AREA NETWORK PLAY REQUIRES ONE OR MORE OF THE FOLLOWING IN ADDITION TO THE ABOVE REQUIREMENTS:

- 100% Windows 95 compatible network
- IPX network
- TCP/IP network (Note: Internet and modem play not supported)

Important note: *To utilize the Windows 95 Direct 3D feature and/or local area network play, you must complete either a medium or large install.*

INSTALLING HYPERBLADE FOR WINDOWS 95

1. Before installing, close all other applications. Also make sure **Virtual Memory** (located in your **System Control Panel** under **Performance**) is not disabled.
2. Insert the **HyperBlade** disc into your CD-ROM drive and wait a few moments until the HyperBlade title screen appears. If the title screen does not appear, please check “Autoplay” in the “Troubleshooting” section of the online Help file (see page 5).
3. Click the **Install** button to begin the installation process and follow the on-screen instructions.

Note: The game will play faster and smoother with the larger installations. *HyperBlade* can access game art and sound much faster from your hard drive than from your CD, so the more HyperBlade files installed on your hard drive, the quicker the game will play.

4. After HyperBlade installation is complete, your computer will install Microsoft’s DirectX 2 drivers if you do not already have them. After installation of DirectX 2 is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 2, please refer to the online technical help file.
5. You can now run *HyperBlade for Windows 95* by choosing **Start/Programs/HyperBlade/HyperBlade** from the **Start** menu or by clicking **Play** on the HyperBlade title screen.

TITLE SCREEN BUTTON FUNCTIONS

Install — Installs the game.

Play — If the game has already been installed to your system, click this button to play *HyperBlade*.

Game Preview — Shows you previews of some exciting Activision games.

Exit — Closes the title screen and exits *HyperBlade*.

More — Click this button to access the following buttons:

Electronic Registration — Allows you to register your copy of *HyperBlade* electronically.

Game Preview — Shows you previews of some exciting Activision games.

Uninstall — Removes from your computer all installed *HyperBlade* for Windows 95 files.

Help — Accesses the latest technical and gameplay information not found in this install guide.

About Activision — Gives information on how to contact Activision.

Previous — Takes you back to the previous screen.

Exit — Closes the More screen and exits *HyperBlade*.

READING THE ONLINE MANUAL AND TECHNICAL HELP

We have supplied an online manual giving details on game history and how to play, plus technical information to help you with troubleshooting problems. There are three ways to access this Help file:

- Right-click on the **HyperBlade CD** icon and select **Help**.
- From the title screen, click on **More**, then click on **Help**.
- After installation, from the **Start** menu, select **Programs/HyperBlade/HyperBlade Help**.

MULTIPLAYER SETUP

The Windows 95 version of *HyperBlade* supports up to four players in a game over a local area network. *HyperBlade* does not currently support modem or Internet play.

Note: In order to play a multiplayer game, you must have used the Medium Install or Best Performance option when installing *HyperBlade* on your computer.

You should be familiar with your computer's network configuration and know which network protocols are installed on your computer before starting a multiplayer game. To check your configuration, click on the **Start** button in the Windows 95 taskbar, then click on **Settings/Control Panel** and open **Network**. You need to have the IPX/SPX-compatible Protocol and/or TCP/IP selections installed in your

network configuration for multiplayer *HyperBlade*. All computers in the multiplayer game must have the same protocol installed in their network configuration, and all players should know which protocol to select when establishing a multiplayer game.

The Host player's computer must have the **HyperBlade CD-ROM** in the CD-ROM drive. The Host of a game selects the game options, such as the period length, the teams in competition, the drome of play, and the forward to control. The Guest players have the option of selecting any game that is being hosted on the network, and can select any available player to control.

HyperBlade supports two, three or four network players in a multi-player game. If any forwards are not selected when a game begins, they will be automatically controlled by the computer. The goalies remain under computer control as in the single-player game.

HOSTING A GAME

To host a multiplayer game, insert the **HyperBlade CD-ROM** into your computer and click **Play**. In the **LOBBY**, you can click on **OPTIONS** to set the period length, if desired. Click on the **PLAYERS ONLY** tunnel to enter the Locker Room. Click on the **MULTI PLAYER** option in the Holoviewer.

A dialog box appears allowing you to select several options. Select the connection type from the **NETWORK TYPE** options: **Winsock TCP/IP Protocol for DirectPlay** or **Winsock IPX Protocol for DirectPlay**.

Select **Host** to host a game. A dialog box appears allowing the Host to set the game options, such as the teams in competition and the drome of play. Select the **HOME TEAM**, **VISITING TEAM** and the **Arena**, then choose a player slot and type in your name. Click **Ready**. A named game will appear in the **Open Games** list on the remote computers.

The **Chat Box** displays instruction messages from the computer, prompting players what to do next. Below the chat box is an empty message field. To send messages to other players, position your mouse cursor over the message field and click on the mouse button to get a text cursor. Then type your message and press **Enter**. Your messages are broadcast to all players who have joined the game.

The game will begin when the Host clicks the **Start** button.

JOINING A GAME

To join a multiplayer game, start *HyperBlade* by clicking **Play** on the HyperBlade title screen. Click on the **PLAYERS ONLY** tunnel to enter the Locker Room. Click on the **MULTI PLAYER** option in the Holoviewer.

A dialog box appears allowing you to select several options. Select the connection type from the **NETWORK TYPE** options: **Winsock TCP/IP Protocol for DirectPlay** or **Winsock IPX Protocol for DirectPlay**.

To refresh the list of open games, click the **Update list of available games** button.

Click on the game you want to join in the **Open Games** list and then click **Join**. A dialog box appears showing you the game options, such as the teams in competition and the drome of play. Choose a player slot and type in your name. When you have entered your name, click the **Ready** button.

The **Chat Box** displays instruction messages from the computer, prompting players what to do next. Below the chat box is an empty message field. To send messages to other players, position your mouse cursor over the message field and click the mouse button to get a text cursor. Then type your message and press **Enter**. Your messages are broadcast to all players who have joined the game.

The game will begin when the Host clicks the **Start** button.

TROUBLESHOOTING

DIRECTX 2

Upon completion of the *HyperBlade* setup, Microsoft's DirectX 2 installer will automatically update and install any necessary DirectX 2 files. If you already have Microsoft's DirectX 2 installed on your computer, the Installer will detect this and not overwrite any files. You will not need to restart your computer after installation to run *HyperBlade*. Please refer to the online Help file for more information about Microsoft's DirectX 2.

DIRECT 3D

HyperBlade supports 3-D graphics hardware acceleration using Direct 3D, a subset of the Microsoft DirectX 2 API, which is installed with the game. Using Direct 3D, the game will take advantage of all the available 3-D features of your graphics accelerator card. Some earlier 3-D video cards may offer only limited support, such as faster drawing of polygons but no support for texture-mapping of objects. Most current 3-D graphics accelerator cards allow the game to display fully texture-mapped players, game objects and drome surfaces. You must have a 3-D graphics accelerator card that supports Direct 3D in order to get these display enhancements. Some of these cards may require a processor faster than a Pentium 90.

For optimal performance using your 3-D graphics accelerator card, we recommend you use the latest drivers available for your 3-D card. To obtain the drivers, visit the website(s) for the manufacturer of your particular 3-D card, or visit Activision's website for more information.

For more information on the Direct 3D features of *HyperBlade*, please refer to the Direct 3D portion of the online Help file.

To play in Direct 3D mode, you must install *HyperBlade* using the Medium Install or Best Performance options.

1. Click the **Start** button in the Windows 95 taskbar, point to **Programs**, then point to the **Programs/HyperBlade** folder. In the **HyperBlade** folder, select **HyperBlade**.
2. When you click **Play**, a dialog box displays to ask if you want to play using Direct 3D mode or standard Windows 95 resolution. Choose **Direct 3D mode** and click **OK**.

Some 3-D cards support bilinear texture filtering, which smoothes and sharpens texture maps. If your 3-D card has this feature, you can use **F7** to enable or disable it. Also, while playing the game, you can turn ON and OFF various drome textures by pressing **F8**. Turning off either or both of these options may speed performance when using some 3-D graphics accelerator cards.

CD-ROM DRIVES

HyperBlade may have problems working with some 1993 or earlier Matsushita CD-ROM drives. These CD-ROM drives have trouble reading beyond 63 minutes on CDs, and *HyperBlade* uses the full CD. These drives were sold under the names of Panasonic, JVC, Reveal, Creative Labs and Plextor. Gameplay may occasionally slow down and the CD-ROM drive will be accessed constantly. We highly recommend that you upgrade to a newer CD-ROM drive to avoid problems with other programs in the future.

PROBLEM	SOLUTION
Game freezes	<ul style="list-style-type: none">• Make sure your computer has at least 16 MB of RAM.• Make sure you are using Windows 95 with the latest 32-bit drivers for all your peripheral devices.• Make sure you have at least 40 MB of uncompresssed hard drive space available for a virtual memory swap file.
No sound, partial sound, or no voices or sound effects	<ul style="list-style-type: none">• Make sure you have a 100% Windows 95 16-bit (Sound Blaster 16) compatible sound card in your computer.• Make sure you are using the latest Windows 95 32-bit sound drivers for your sound card.

PROBLEM

**No sound,
partial sound,
or no voices
or sound
effects
(continued)**

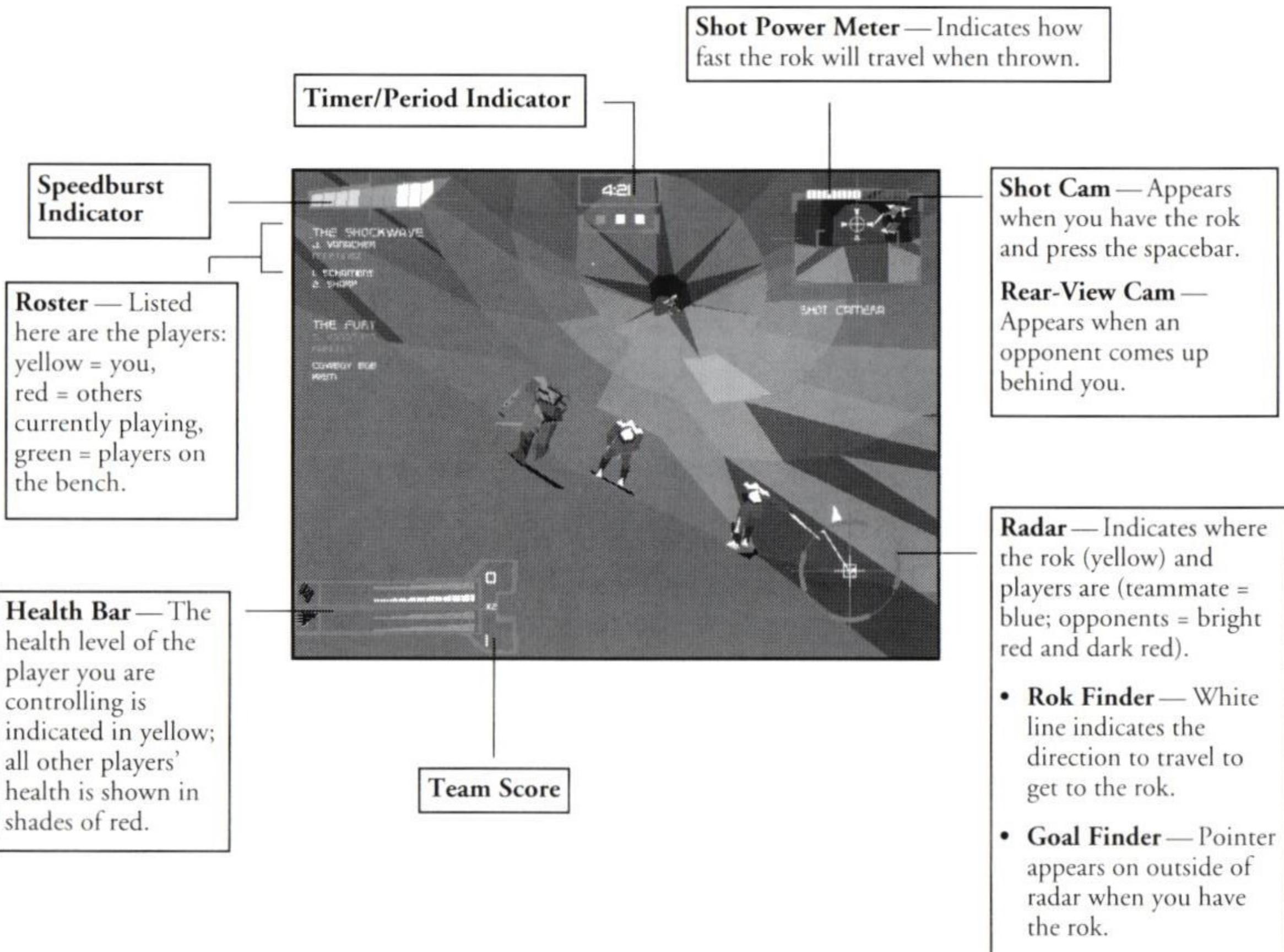
**Game too
slow**

**I'm not on an
English
Windows 95
system and it
doesn't work.**

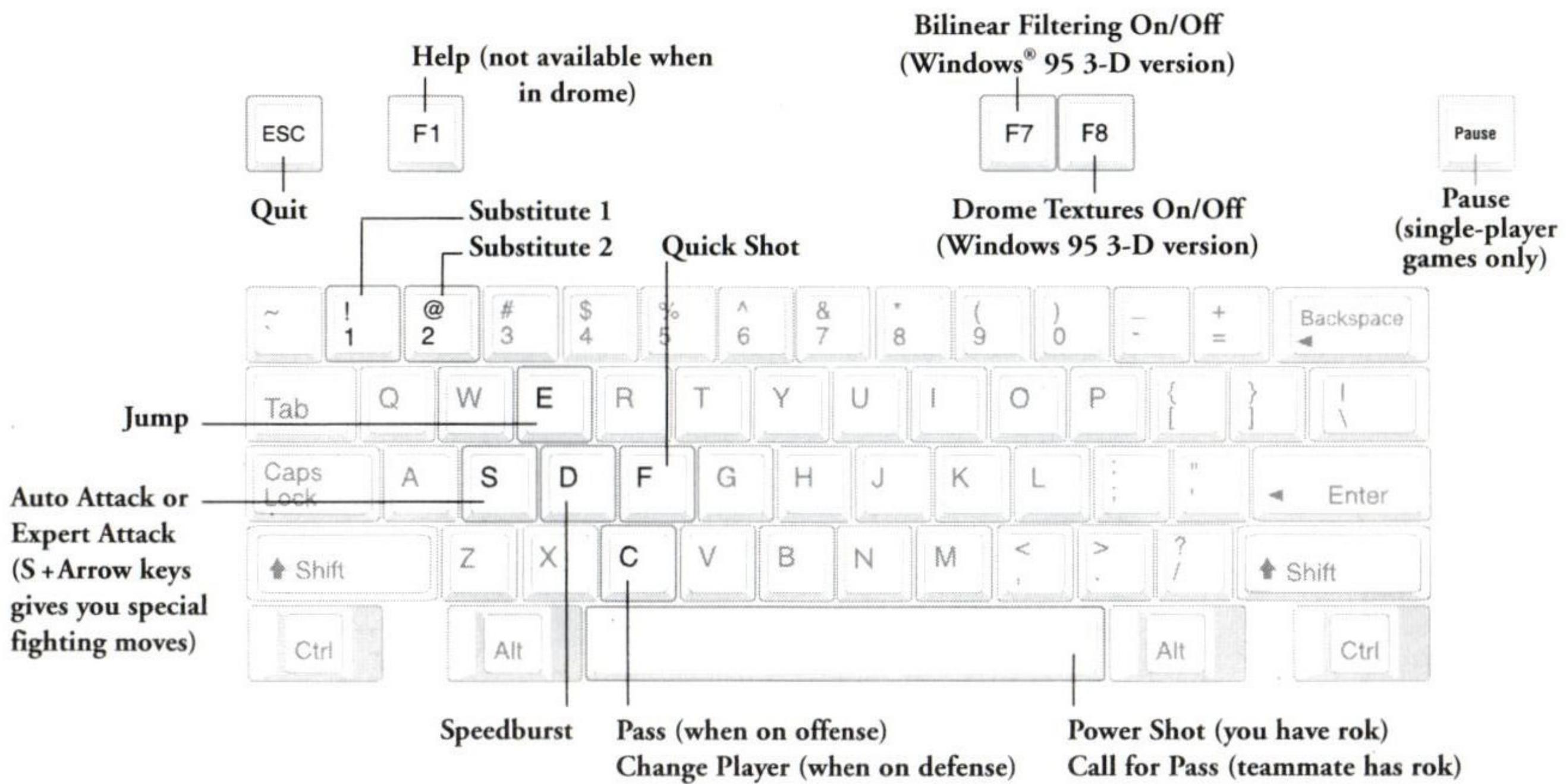
SOLUTION

- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure your sound card is properly installed and that you have the correct audio drivers installed. Check your sound card's installation and its setup parameters within Windows 95 to be sure all is correct. See your card's manual and your Windows 95 manual for details.
- Make sure you are running *HyperBlade* on a Pentium 90 or higher system. Any Pentium 75 or lower system usually will not perform at an acceptable speed.
- Make sure you have no other applications running in the background.
- Make sure you are running the game in 256-color mode.
- This product requires an English language operating system to run. For information about versions of this product localized to work with non-English Windows 95 operating systems, please contact Activision.

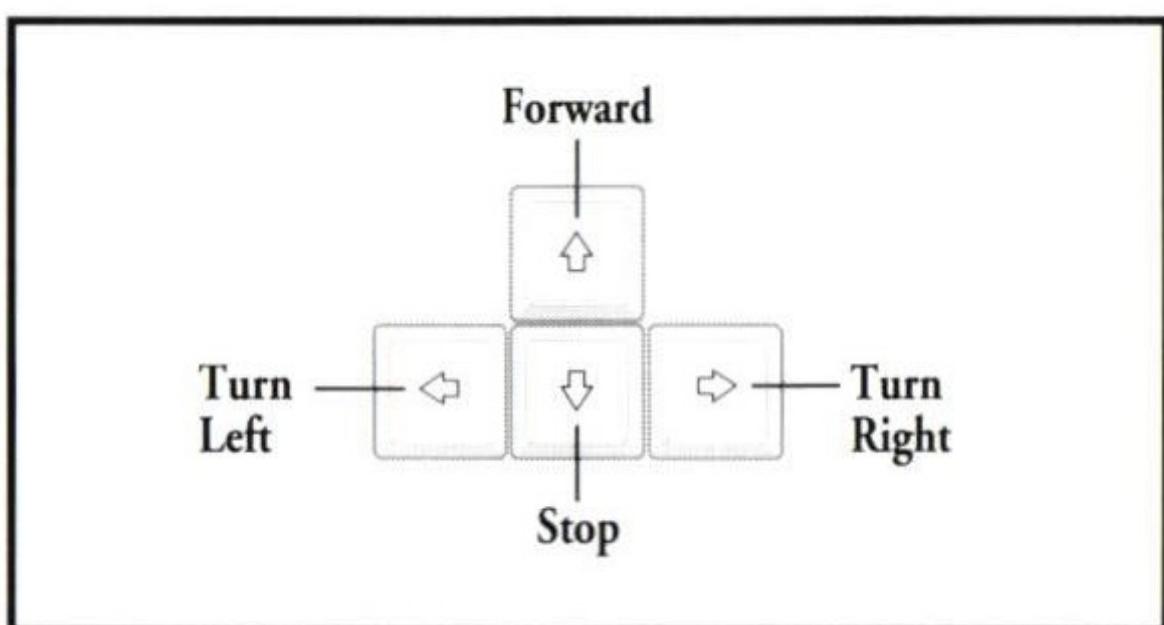
HEADS UP DISPLAY



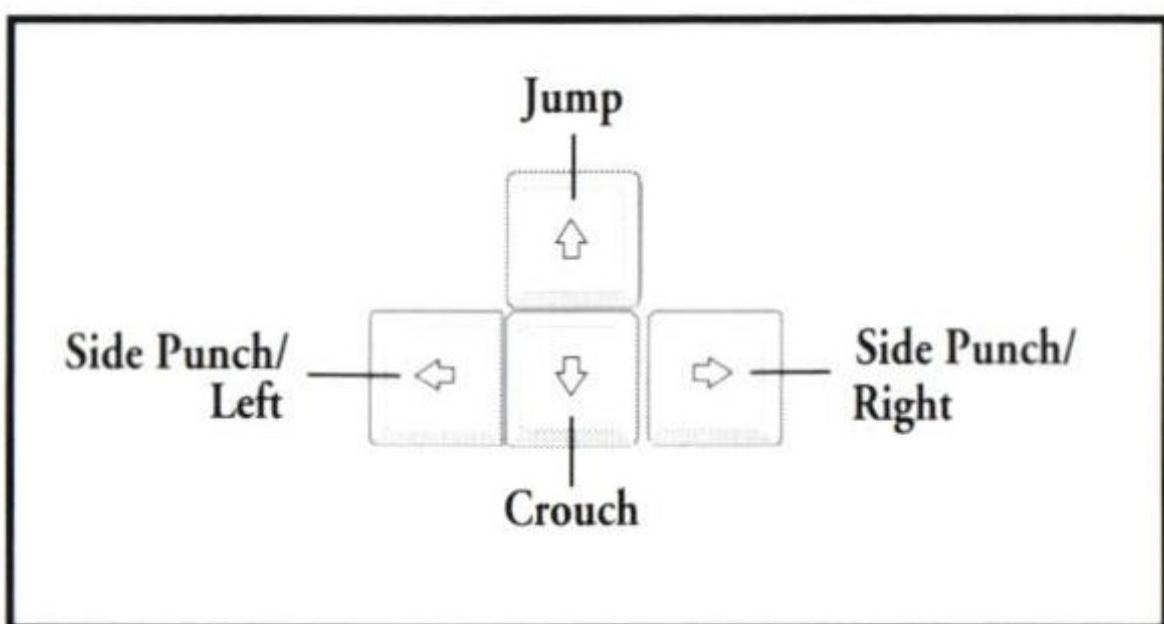
KEYBOARD LAYOUT



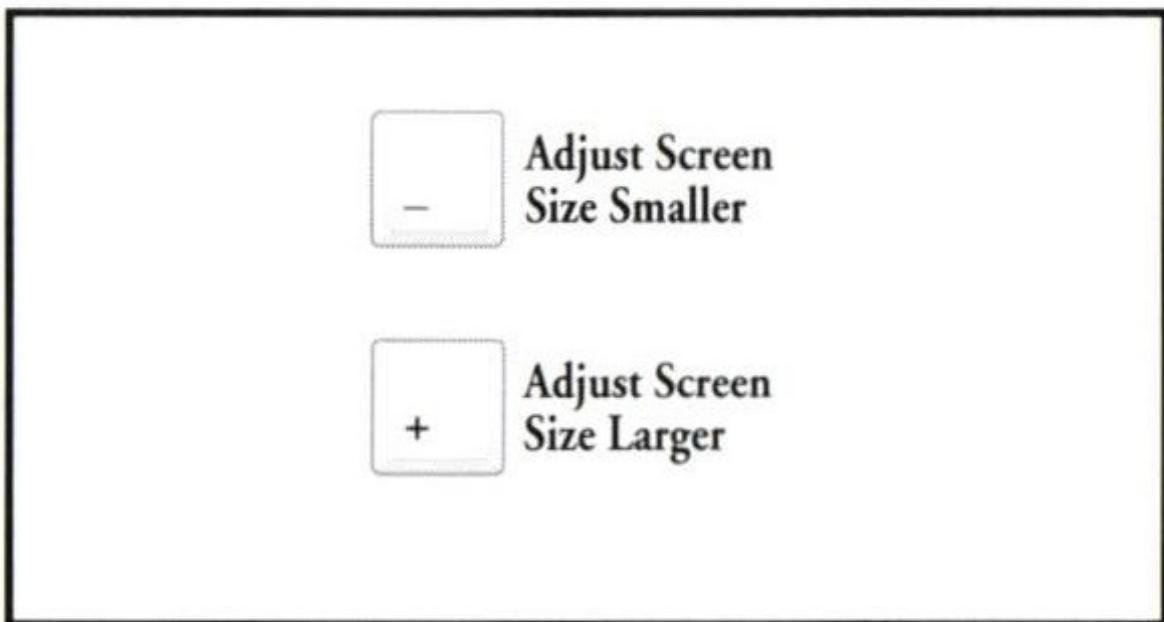
SINGLE TAP KEYS



DOUBLE TAP KEYS



KEYPAD KEYS



DROME OBJECTS

OBJECT	DESCRIPTION	TIPS
	Killball Charger —If you have the rok, skate through this gate and turn the rok into a projectile that you can use to inflict pain on your opponents.	The rok changes shape once activated. Just point towards an opponent, press the Attack key (S) and the killball will automatically seek and destroy.
	Turnstile —A rotating object with razor-sharp blades.	Skate through to make the arms swing and slice anyone following too close. Just avoid the turnstile's center pole.
	Multiplier —Skate through this device with the rok and multiply the value of your next score by 2-4 times.	A spinning multiplier can knock you around, but will not cause health damage.
	Hurdle —A thick barrier of treated concrete designed to induce severe disorientation.	Draw your pursuing opponents into the hurdle, but make sure you give yourself enough time to jump or turn away.
	Laser Hurdle —Deadly laser mounted at waist level.	Avoid this vicious object at all cost otherwise you might end up staring at your lower half...eye to kneecap.

OBJECT	DESCRIPTION	TIPS
	Randomizer —By skating through these flags located at the lip of the drome, you'll activate random power-ups.	Power-ups include opponent slow-down, health restore, long shot, immunity and much more.
	Ramp —An easy way to get airborne quickly.	Use the ramps to make up ground, and to avoid objects and opposing players.
	Armory —Where you can find toys of destruction and disfigurement. Skate through to pick up mines and swarfs.	Work fast because it's first come, first serve.
	Mine —A proximity explosive device. Press the Attack Key (S) to plant.	Strategically place these devices as a present for enemy pursuers... particularly in front of your goal.
	Swarf —Modified anti-personnel projectile that seeks out nearest enemy target and stuns. Press the Attack Key (S) to launch.	Use the swarf to jar the rok loose from opponents heading toward your goal. Just point it towards an opponent.

IMPORTANT TIPS

- Training mode, which is the default, is best for beginners.
- Change players to stay close to the action.
- Attack your opponents early and often. Attacking and scoring are both part of a balanced victory strategy.
- Learn which attacks cause the most damage. Also learn how to use the killball, mines and swarfs on your opponents.
- Beginners should use Auto Attack and Quick Shot. Advanced players should switch to the Expert Attack mode, which allows you to choose the attack you want.
- Don't carry the rok too close to the goalie; he may kill you for it.
- Use the multiplier to score several points with one shot.
- To keep them from being killed or injured substitute your players (by pressing **1** or **2**) when their health is low .
- Don't forget to use your speedburst, but use it wisely.

Customer Support

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. Pentium 90)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound)

Online Services with Activision Forums, E-Mail and File Library Support

- **Microsoft Network:** From any MSN window, pull down the **Edit** menu and select **Go To** and then **Other Location...** At the prompt, type "Activision" and click **OK**.
- **America Online:** Use keyword "Activision" to locate the Activision forum.
- **CompuServe:** 76004,2122 or [GO GAMB PUB]
- **Activision BBS:** (310) 479-1335 Up to 28,800 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

In the U.S.

Fax (310) 479-7355, 24 hours a day

FaxBack (310) 473-6453, 24 hours a day

Mail Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

Phone Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 479-5644. Or contact a customer support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

In the U.K. & Australia

For Technical Support:

In the U.K., please call **0990 143 525**.

In Australia, please call **1902 962 000**.

If you have any comments, questions or suggestions about this game, or any other Activision product, you can contact us in the U.K. on **0181 742 9400** between the hours of 1:00 p.m. and 5:00 p.m. (U.K. time) Monday through Friday, with the exception of holidays.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note that online support is available in English only.)

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1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90 -day warranty period, but within one year after the date of purchase, please include a check or money order for \$10 U.S. (AUD \$17 for Australia, or £10.00 for Europe) currency per CD or floppy disk replacement

Note: Certified mail is recommended.

In the U.S. send to:

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In Australia send to:

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It's time to enter the Drome. Prepare to clash with the world's fastest and most lethal warriors as your team battles for league supremacy. In this sport, you're more than an athlete - you're a high-speed killing machine... Litter the surface of the Drome with severed limbs and boost the body count. Do whatever it takes to win or survive. Because if the speed doesn't kill you, your opponents will.

HYPER BLADES

TM

ACTIVISION®



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SOFTWARE PRODUCTIONS IN
COLLABORATION WITH ACTIVISION.

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